

APRIL/MAY 2024

**CECP64A/BECP64A — SOFTWARE
ENGINEERING**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. What is meant by software myth?
2. What are the merits of water fall model?
3. Define requirement engineering.
4. What is UML Activity Diagram?
5. Define Cohesion.
6. What is meant by architectural design?
7. What is regression testing?
8. What are the two levels of testing?
9. Define the software process.
10. What is “MOI” in the model of leadership?

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) What are the elements of a software process?

Or

- (b) What are the five generic process framework activities?

12. (a) Explain briefly about CRC Models.

Or

- (b) Explain the steps in developing use case modelling.

13. (a) Describe Stepwise refinement design concept.

Or

- (b) What is a “wellformed” design class?

14. (a) Describe the internal and external views of testing.

Or

- (b) Explain the concept “Art of Debugging”.

15. (a) Discuss the Coordination and Communication issues in project management.

Or

- (b) What are the signs that a software project is in jeopardy?

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain in detail about layered technology in software engineering.

17. Discuss the steps required to establish the groundwork for an understanding of software requirements.

18. Describe in detail about Software architecture.

19. Explain in detail about basis path testing.

20. Describe in detail about Formal Technical Reviews.